# script.js (Game Logic)

let player = document.getElementById('player');  
let obstacle = document.getElementById('obstacle');  
let scoreElement = document.getElementById('score');  
let gameOverMessage = document.getElementById('game-over');  
let score = 0;  
let gameInterval;  
  
function startGame() {  
 obstacle.style.animation = 'obstacleMove 2s infinite linear';  
 gameOverMessage.style.display = 'none';  
 score = 0;  
 scoreElement.textContent = 'Score: 0';  
 gameInterval = setInterval(() => {  
 score++;  
 scoreElement.textContent = 'Score: ' + score;  
 let playerTop = parseInt(window.getComputedStyle(player).getPropertyValue('top'));  
 let obstacleLeft = parseInt(window.getComputedStyle(obstacle).getPropertyValue('left'));  
 if (obstacleLeft < 50 && obstacleLeft > 0 && playerTop >= 130) {  
 gameOver();  
 }  
 }, 100);  
}  
  
function gameOver() {  
 clearInterval(gameInterval);  
 obstacle.style.animation = 'none';  
 gameOverMessage.style.display = 'block';  
}